CRASH BANDICOOT™
THE WRATH OF CORTEX

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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

SLES-50386

1 Player • Memory Card (8MB) (for PlayStation®2) : 66 KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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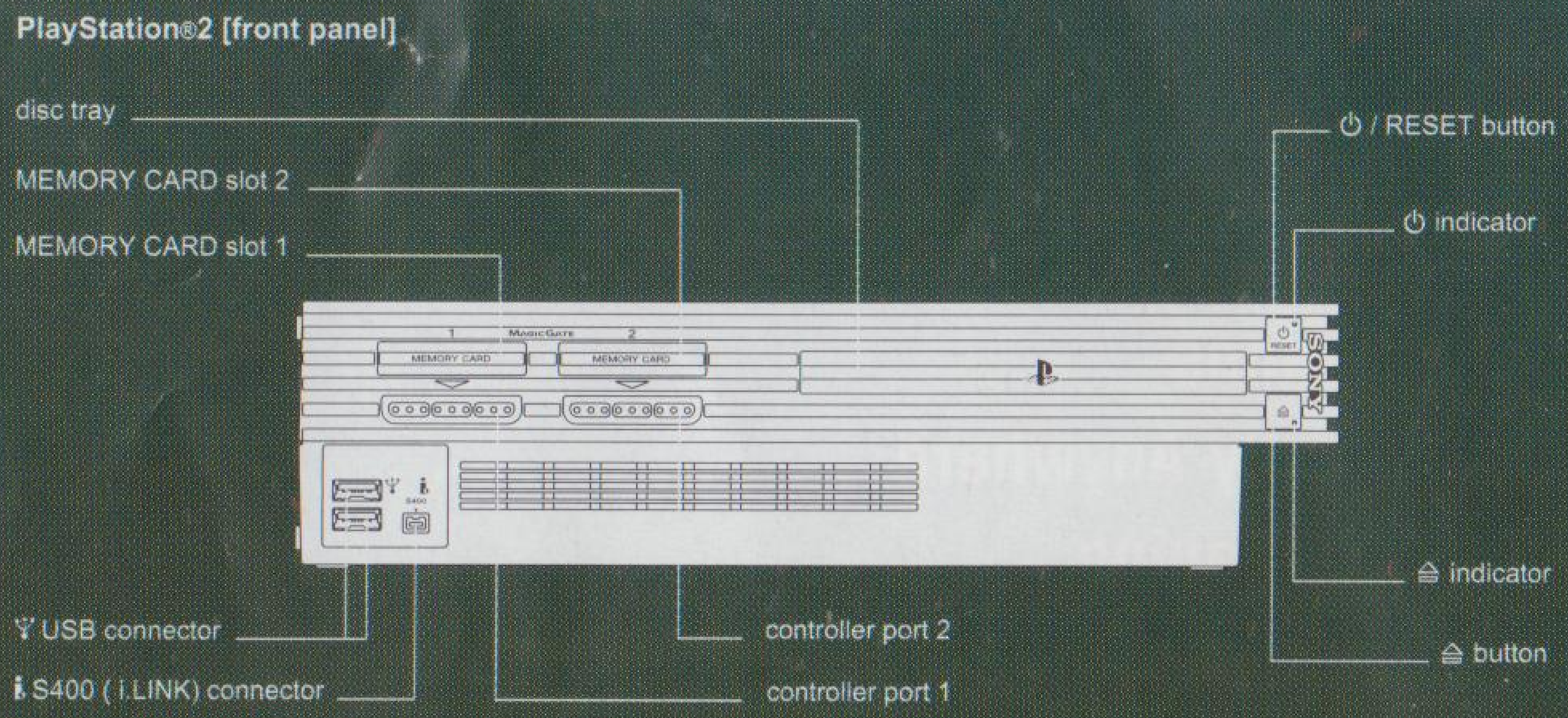
GETTING STARTED

PLAYSTATION®2 SETUP


PlayStation®2 [front panel]
disc tray
MEMORY CARD slot 2
MEMORY CARD slot 1
⏻ / RESET button
⏻ indicator
⏏ indicator
⏏ button
USB connector
S400 (i.LINK) connector
controller port 2
controller port 1
MEMORY CARD
MEMORY CARD
MAGICGATE
SONY

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open ⏏ button and the disc tray will open. Place the Crash Bandicoot: The Wrath of Cortex™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate.

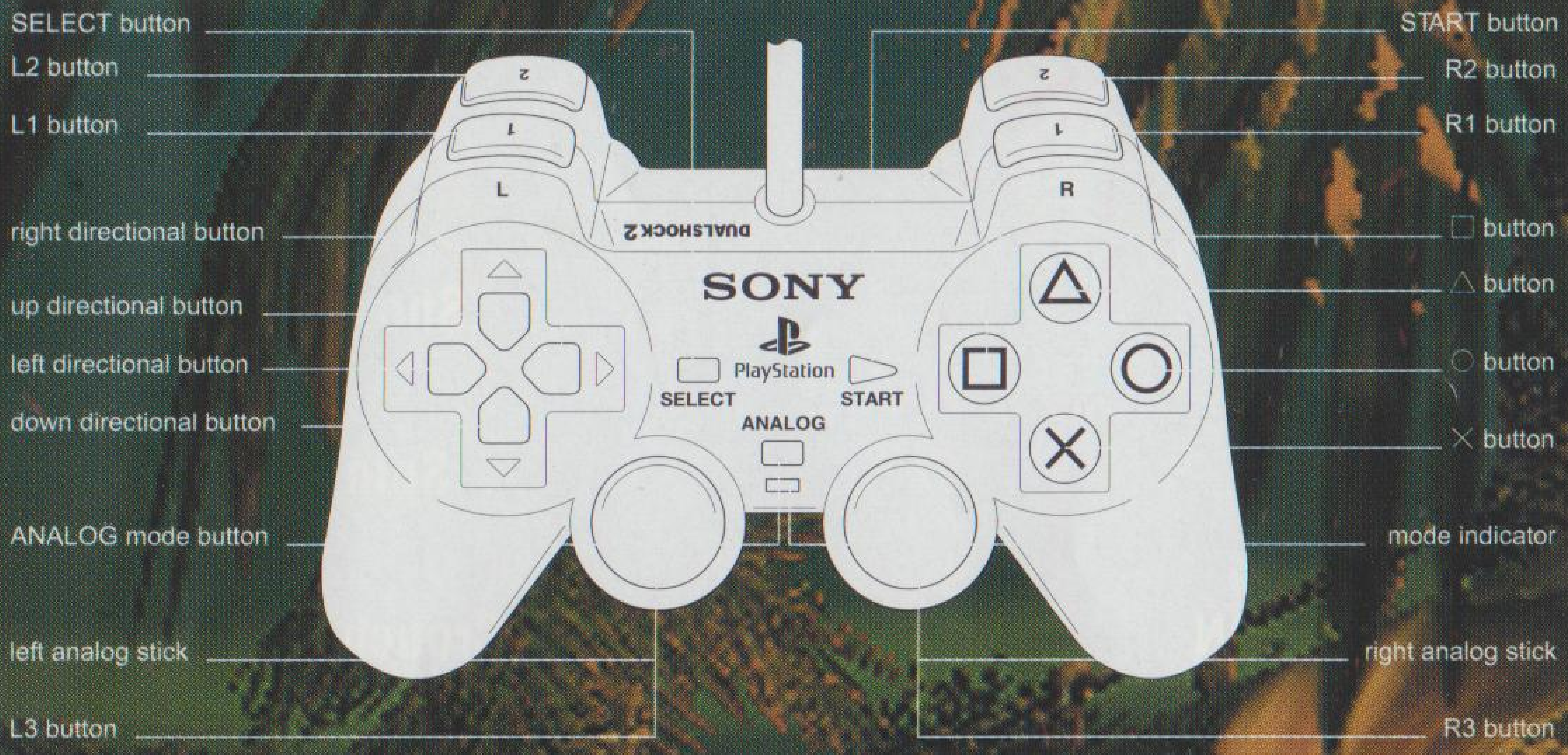
Follow the on-screen instructions and refer to this manual for information on using Crash Bandicoot: The Wrath of Cortex™.

MEMORY CARDS(8MB) (for PlayStation®2)

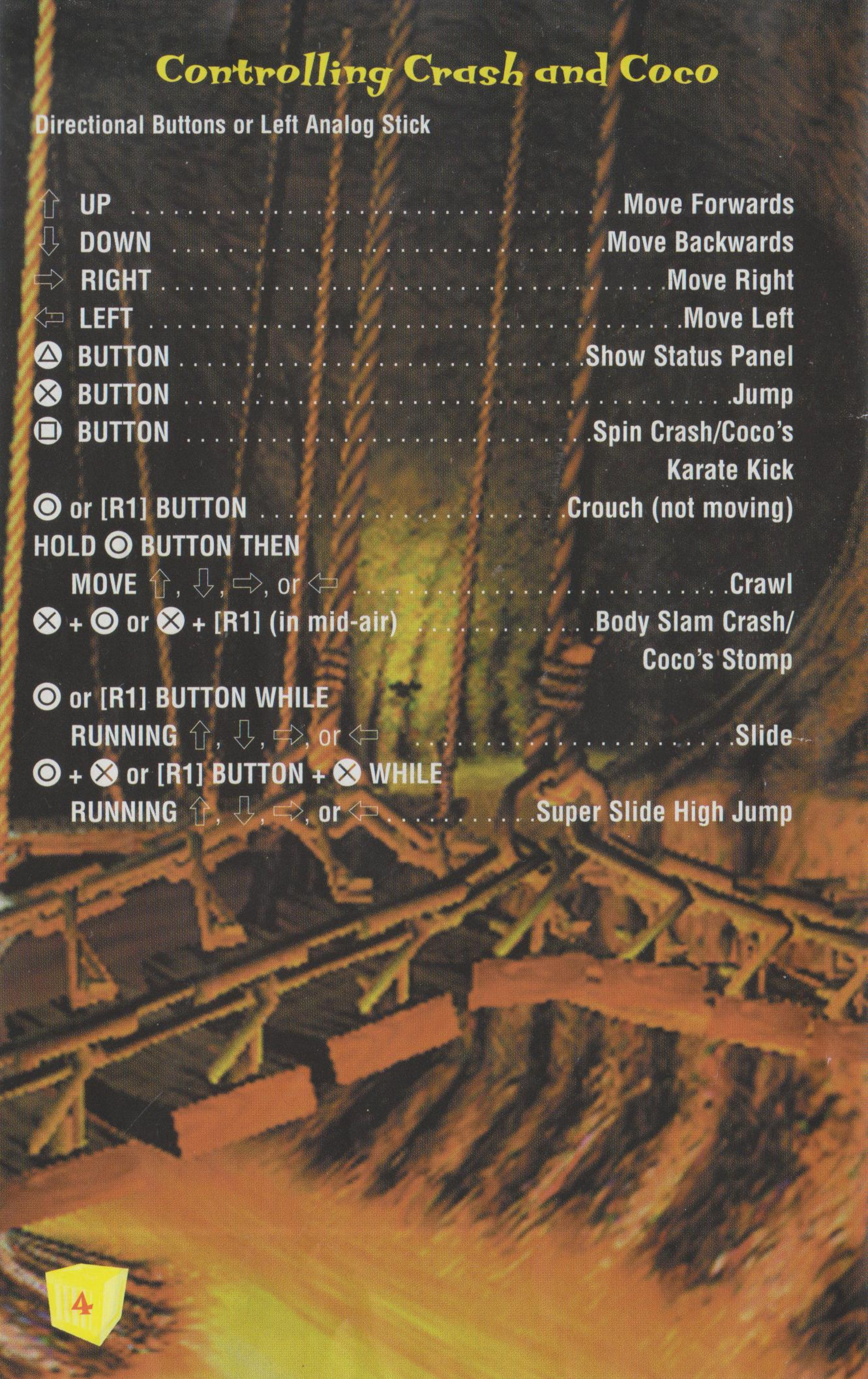
Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Crash Bandicoot : The Wrath of Cortex™ lets you save games at their current level of play onto Memory Cards (8MB)(for PlayStation® 2), and resume play on previously saved games. A Memory Card (8MB) (for PlayStation® 2) is required. Insert a Memory Card (8MB) (for PlayStation® 2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2 BEFORE starting play. Important: Do not switch off the main unit, remove or insert a Memory Card (8MB) (for PlayStation® 2), or Controllers while saving or loading games. Doing so could damage the game data.

BASIC CONTROLS

Analog Controller (DUALSHOCK®2)


SELECT button
L2 button
L1 button
right directional button
up directional button
left directional button
down directional button
ANALOG mode button
left analog stick
L3 button
START button
R2 button
R1 button
□ button
△ button
○ button
✕ button
mode indicator
right analog stick
R3 button
L
R
DUALSHOCK 2
SONY
PlayStation
SELECT
START
ANALOG

START OR ⊗ BUTTON	Start Game/Begin Play
START BUTTON	Pause
DIRECTIONAL BUTTONS OR LEFT ANALOG STICK	Move



Controlling Crash and Coco

Directional Buttons or Left Analog Stick

⇧ UP	Move Forwards
⇩ DOWN	Move Backwards
⇨ RIGHT	Move Right
⇦ LEFT	Move Left
△ BUTTON	Show Status Panel
⊗ BUTTON	Jump
▢ BUTTON	Spin Crash/Coco's Karate Kick
◎ or [R1] BUTTON	Crouch (not moving)
HOLD ◎ BUTTON THEN MOVE ⇧, ⇩, ⇨, or ⇦	Crawl
⊗ + ◎ or ⊗ + [R1] (in mid-air)	Body Slam Crash/ Coco's Stomp
◎ or [R1] BUTTON WHILE RUNNING ⇧, ⇩, ⇨, or ⇦	Slide
◎ + ⊗ or [R1] BUTTON + ⊗ WHILE RUNNING ⇧, ⇩, ⇨, or ⇦	Super Slide High Jump

VEHICLE CONTROLS

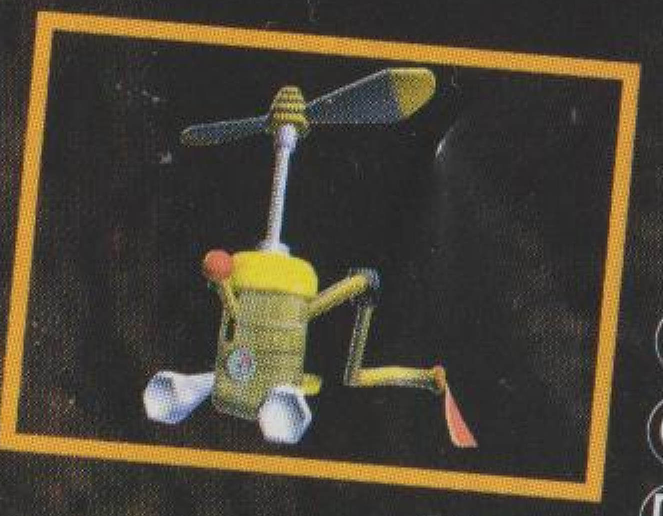
(USE LEFT ANALOG STICK TO CONTROL DIRECTIONAL MOVEMENT)

Firefly

⊗ **BUTTON** – Hold ⊗ to lock onto enemies. Release ⊗ to fire when lock-on is complete.

Glider / Space Fighter

⊗ **BUTTON** – Fire Cannon and Lasers
[R2] **BUTTON** – Barrell Roll Right
[L2] **BUTTON** – Barrell Roll Left



Copter-Pak

⇧ **UP** – Moves Crash up
⇩ **DOWN** – Moves Crash down
⊗ **BUTTON** – Moves Crash forward
○ **BUTTON** – Moves Crash backwards
□ **BUTTON** – Spin Copter-Pak
⇦ / ⇨ – Moves Crash left/right

Jeep

⊗ **BUTTON** – Accelerate

Coco's Scooter/Snowboard

⊗ **BUTTON** – Jump
○ **BUTTON** – Speed Boost

Sub

□ **BUTTON** – Shoot Torpedos
⊗ **BUTTON** – Release Depth Charge

Mech

Directional Buttons – move/aim bazooka when active
⊗ **BUTTON** – Jump
□ **BUTTON** – Hold to activate bazooka and release to fire

WRATH IS A TERRIBLE THING TO WASTE!

When we last saw Crash Bandicoot he had just defeated Dr. Neo Cortex and Uka-Uka and was finally going to take some well-earned time off. So there he was, with his super-smart sis, Coco, and his friendly companion, Aku Aku, soaking up little rays on the beach. But as we we all know, diabolical evil always finds a way to ruin Crash's day.

Somewhere else in the galaxy, Uka Uka holds a "bad-guy convention" in a newly built space station. The attendees are Dingodile, N Tropy, Tiny, N Gen and of course Dr. Neo Cortex.
Uka Uka is furious, evil's productivity is way down and something has to be done. Luckily, over the past couple of years, Dr. Cortex has been working on a super-secret weapon that will surely crush Crash forever—a super-bandicoot named Crunch. Unfortunately, he needs more power to finish it. Uka tells the group of baddies a story:

...Several thousands of years ago the Ancient Ancestors fought a brave battle against the Elementals—a group of renegade masks who had control and power over the elements of Air, Earth, Fire and Water. Each mask reigned over a specific element and used these elements to ravage the globe.
The Ancient Ancestors were able to imprison the Elementals through the use of special crystals that put them in a state of hibernation.

Uka Uka explains that if they can release these masks and harness their destructive power, Cortex can complete his super-secret weapon and rid themselves of Crash Bandicoot once and for all.

Back on Earth, all heck breaks loose.

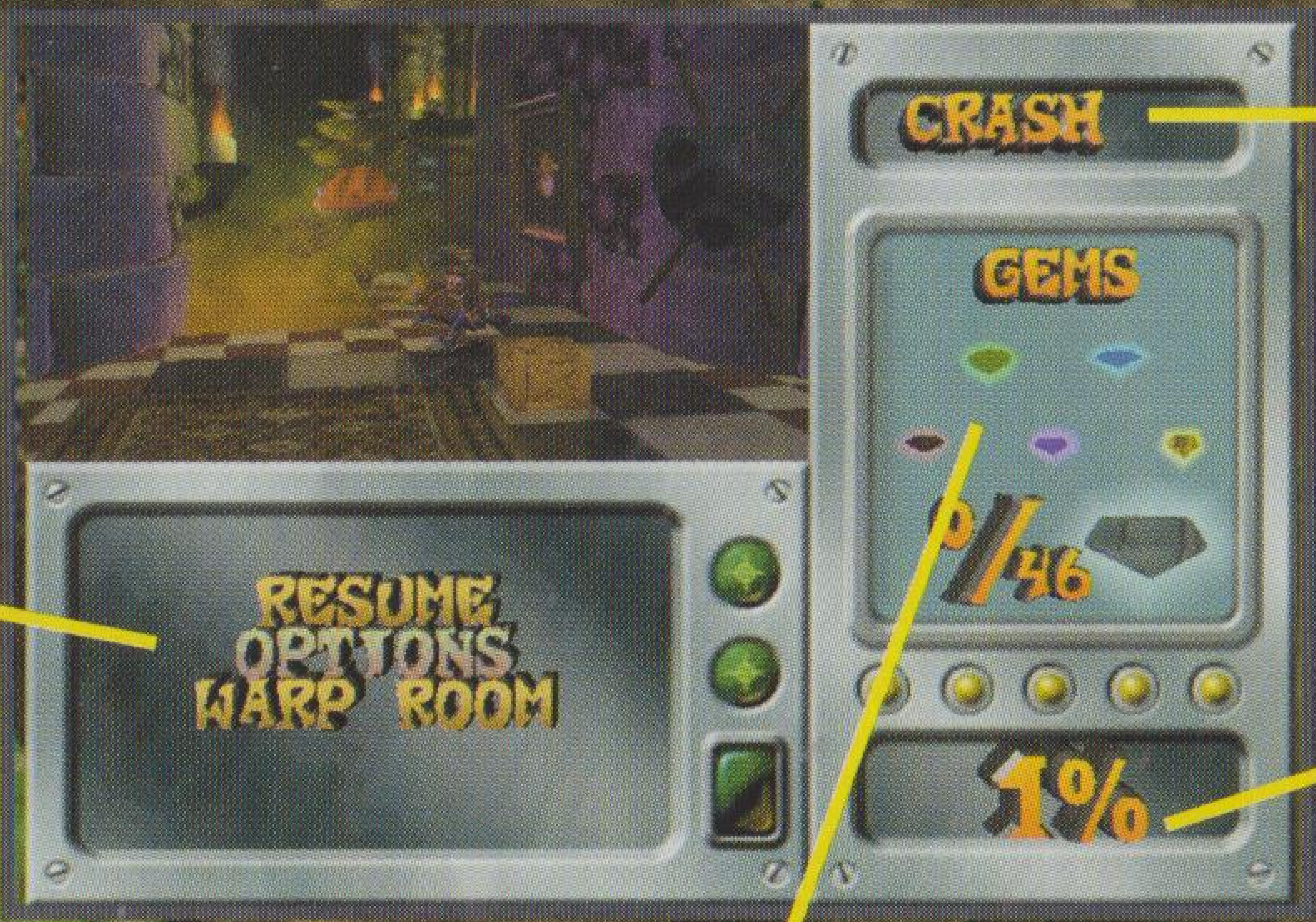
A volcano erupts, showering the land with lava and charred rock. A tornado rages through the jungle and then a thundering earthquake shakes the Earth off of its hinges. Aku Aku knows something is very wrong here. He knows the Elementals have been unleashed on the world once again. The only way to put an end to the Elementals is to find the Elemental crystals that are scattered all across the Earth. Utilizing her brilliant technical savvy, Coco creates a Virtual Reality warp device that will take them to the different points on the globe to retrieve the crystals.

Can Crash and Coco brave the elements and destroy Crunch? Or will Cortex finally have his day in the sunlight?

PAUSING AND OPTIONS

PAUSE SCREEN

If Dr. Cortex's wrath is getting the better of you, you can pause at any time. On the Pause screen, check your progress through the game and set your game play options.



Player Name
Name of saved game

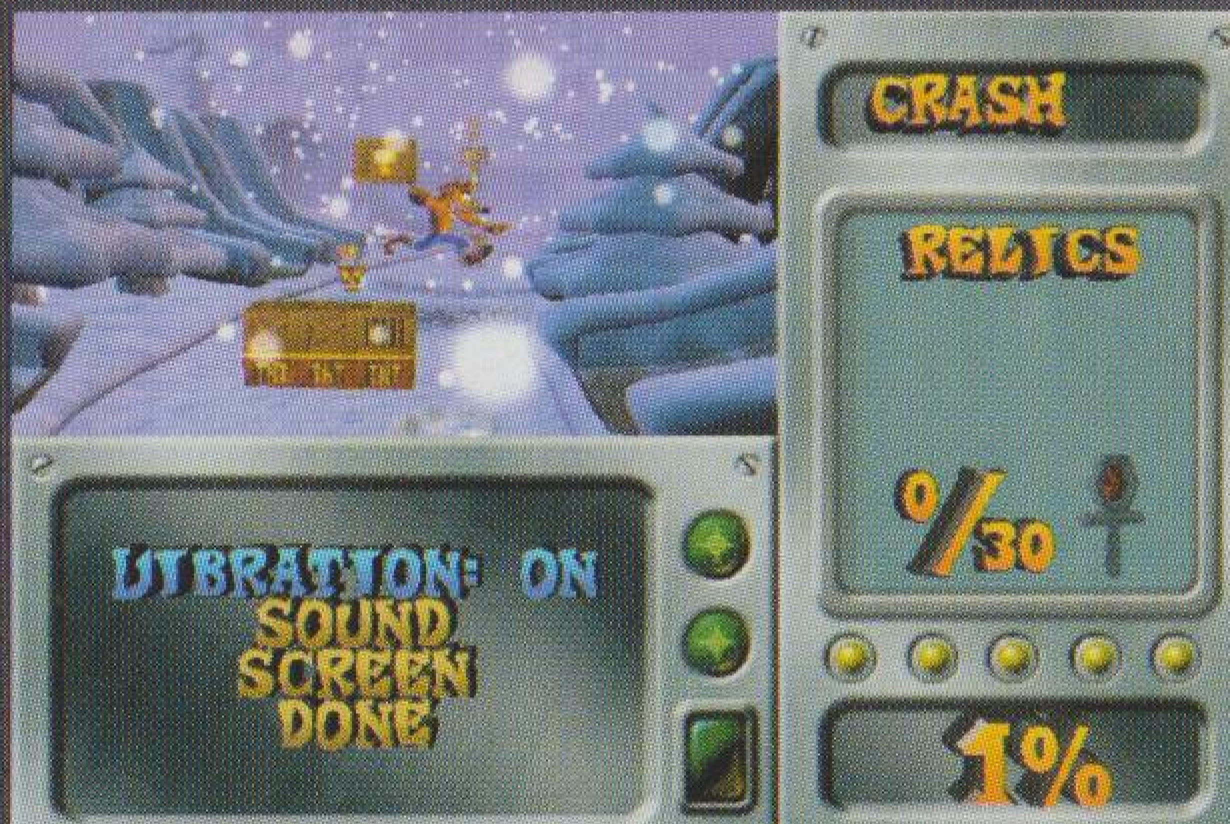
Options:
Choose between three options, Resume Game, Game Options, Return to the Warp Room

% Completed
Percentage of game completed

Crystals, Gems, Relics & Powers
Runs in a cycle, shows the number of collected items, total items found throughout the game, and any special powers in use

OPTIONS

To change or select game options from the Pause screen; press the Directional Buttons or the left analog stick UP/DOWN to select an option and then to make adjustments. Press the ⓧ Button to confirm options.



VIBRATION: ON

Vibration ON/OFF

Turn Vibration ON or OFF.

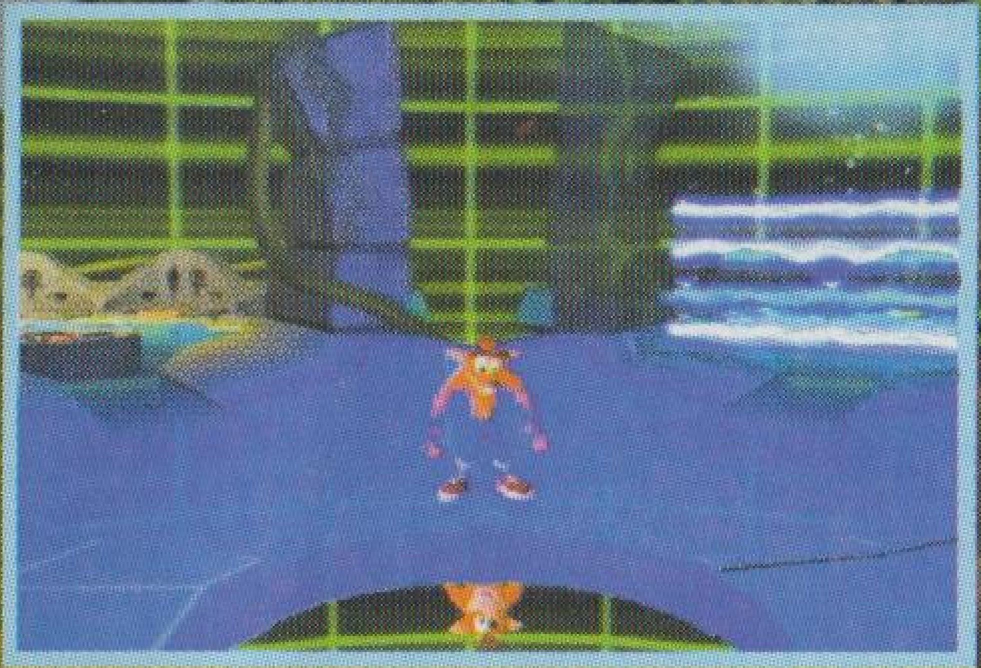
Sound Option

Select Surround On/Off, and adjust the MUSIC and SOUND FX volume.

Adjust Screen

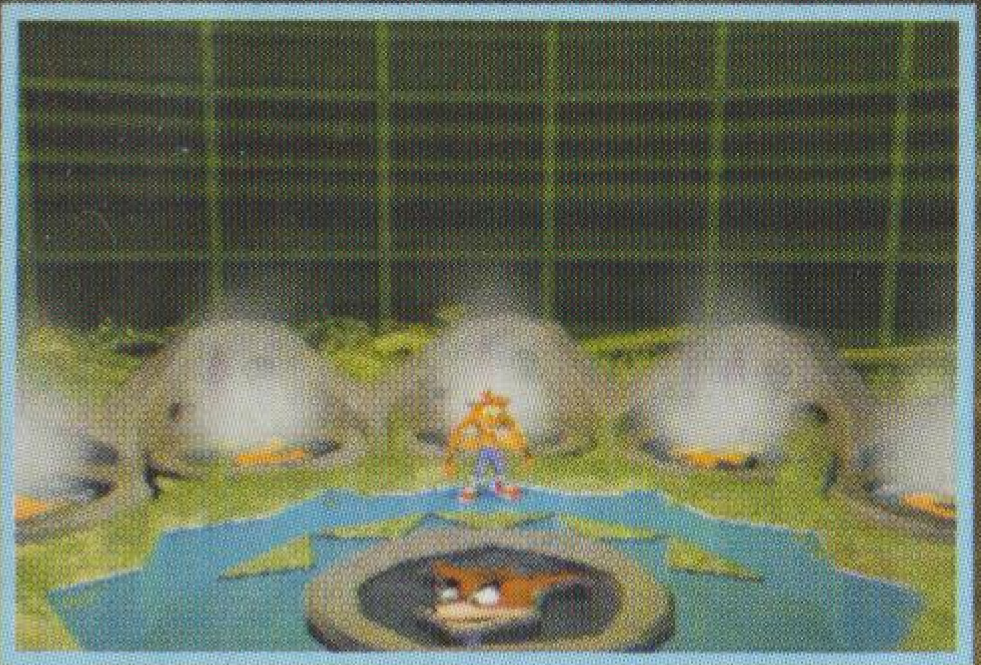
Adjust screen LEFT/RIGHT/UP/DOWN

HOW TO GO VIRTUALLY ANYWHERE



The Virtual-Reality Hub System

Coco has created a Virtual Reality Hub System to aid you in finding all the crystals.



The VR Hub System

There are five VR Hubs.

Each VR Hub has five teleportation portals to different levels.

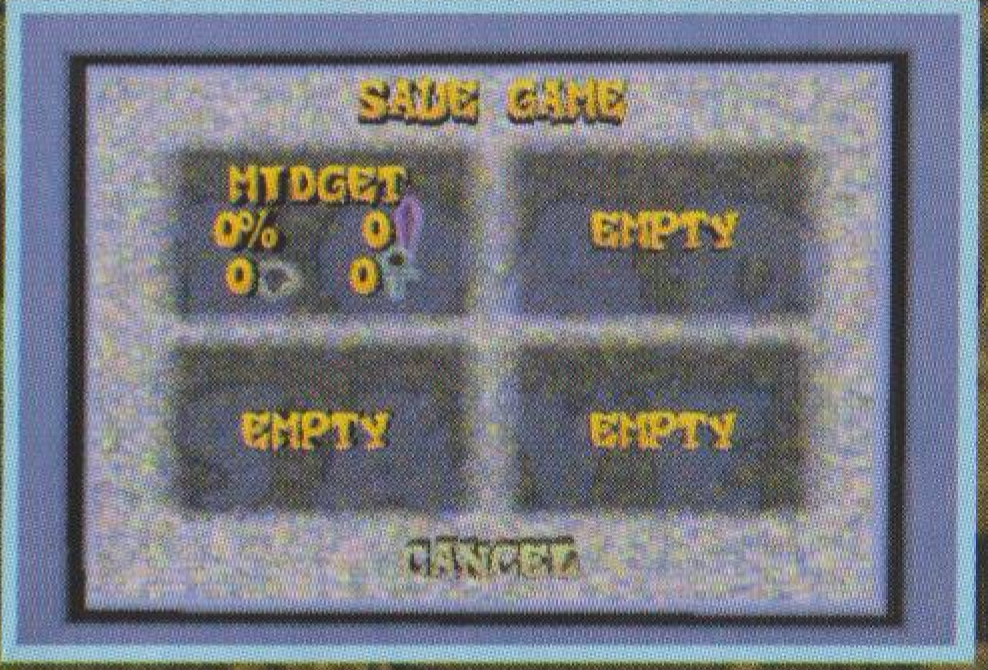
After completing all five levels, a sixth teleportation portal will appear, opening a portal to a Boss level.

Defeat Crunch and the Elemental at the end of each hub to unlock the next VR Hub.

LOADING AND SAVING

Saving a game

1. To save a game, walk up to the Load/Save terminal to activate it.
2. If you are saving a game for the first time, select a save slot to save your game into (there are 4 possible save slots).
3. Select the slot where you want your game saved and press ⊗.



SAVE GAME

MIDGET
0% 0
0 0

EMPTY

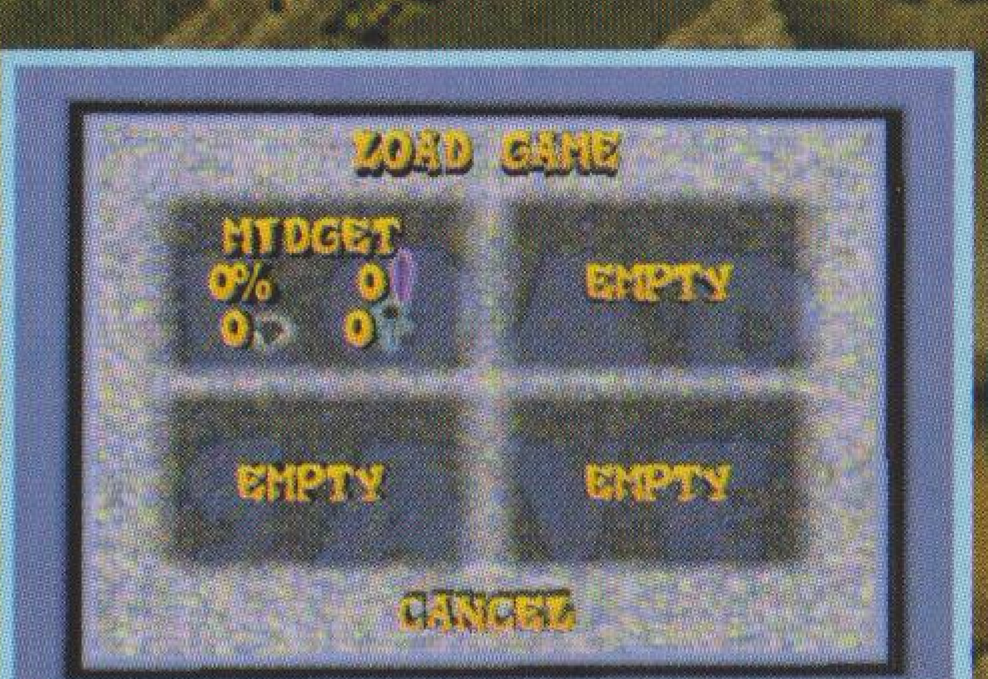
EMPTY

EMPTY

CANCEL

Loading a game

1. To Load a Saved Game, walk up to the Load/Save terminal to activate it.
2. Select a previously saved game from the games available by pressing ⊗.



LOAD GAME

MIDGET
0% 0
0 0

EMPTY

EMPTY

EMPTY

CANCEL

GEMS ARE A BANDICOOT'S BEST FRIEND

Wumpa Fruit

Collect 100 pieces of Wumpa Fruit and earn a free life (1-up).

Aku Aku (Witch Doctor Mask)

When possessing an Aku Aku Mask, Crash is shielded from one enemy's attack or contact. Collect three Aku Aku Masks to earn temporary invulnerability from all minor dangers.

Crystals

Crystals are the most important items in the game. Find all 25 Crystals (there's one hidden in every level except the Boss levels) to finish the game. In some levels you will win the Crystal at the end or after completing a specific challenge.

Gems

Gems are more difficult to find than Crystals, but well worth the effort.

There are two types of Gems:

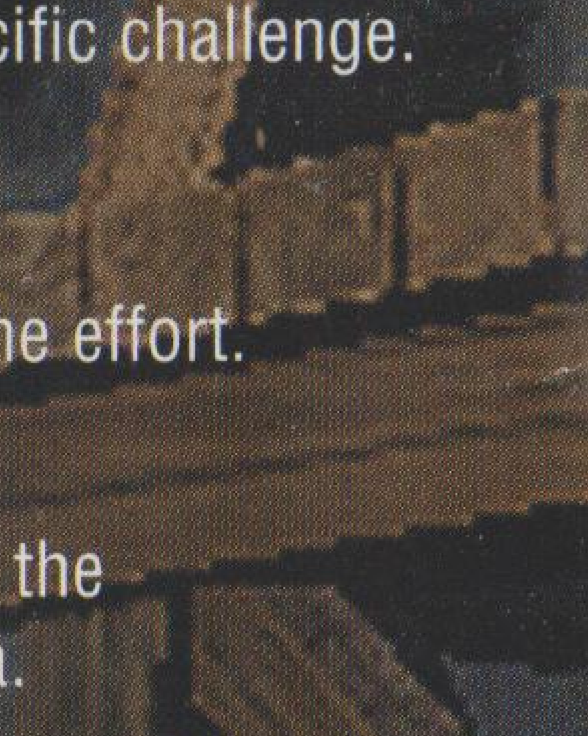
Clear Gems are your reward for breaking all of the boxes in a level or for completing a secret area.

Colored gems are found in special levels and transport you to hidden areas.

Relics

You can win Relics by re-entering the level after collecting the Crystal. You can play in Time Trial mode. If you beat the level under the pre-designated time (shown before you enter the level), you will be rewarded with a Sapphire, Gold, or Platinum Relic. (See "Time Trial" for details.)

The first five Relics you receive will open up a secret level. You must go through these secret levels to get 100% completion of the game.



Crate Balls of Fire!

It's all about the crates! Smash the boxes open to get at all the secret goodness inside, like Wumpa fruit or 1-Ups. But not all crates are nicey nicey, so be careful!

Crate

This is your everyday, garden-variety box.
Crack these open to get at those delicious Wumpa fruit.

Bouncy Box

Always good for a boost to reach those high areas, not mention all the fruit they give if you keep jumping on them. Spinning them will leave you with nothing!

Surprise Box

You never know what you'll find—there's a surprise in every box.

Aku Aku Box

I hear ya knockin' so I'm gonna let ya out! Smash these crates to release the Aku Aku spirit. He will aid Crash and Coco by protecting them. Collect 1 mask for one hit point, 2 masks for two hit points, and 3 masks for temporary invincibility.

Checkpoint Crate

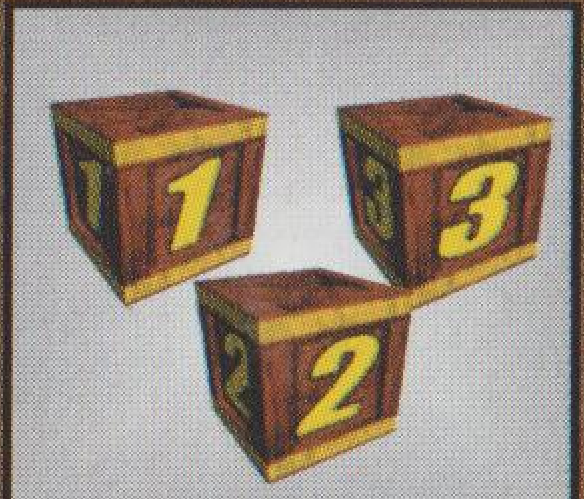
Busting these crates open will allow you to restart from that point if you happen to lose a life, instead of restarting at the beginning of the level.

Crash Crate

An extra life in every box! On levels with Coco these crates will be replaced with Coco Crates.

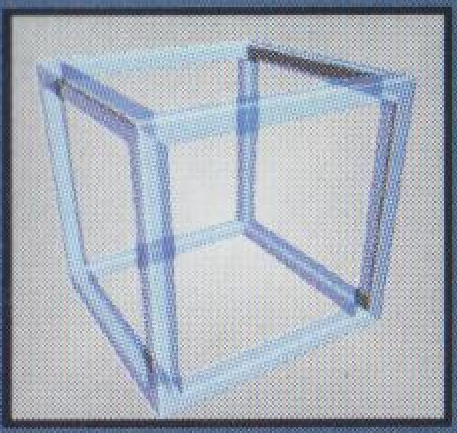
TNT Crate

Hop on these to trigger the 3-second delay fuse. Stand clear before they blow! Careful not to spin these or...**BLAMMO!**



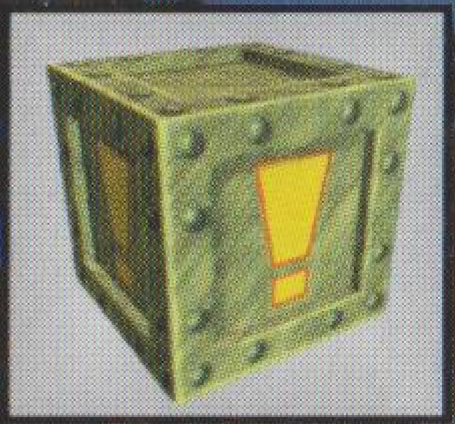
Slot Box

Watch them change faster and faster. Spin them to win your prize. But act fast as they will quickly turn into an unbreakable iron crate.



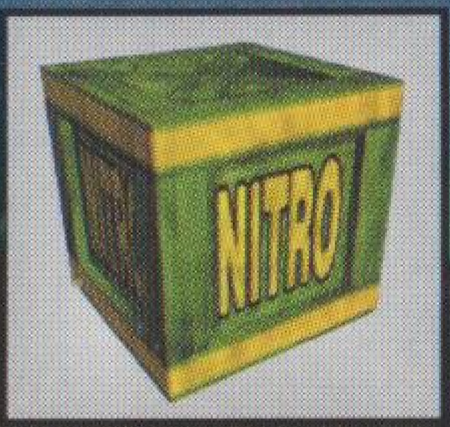
Outline Box

These strange boxes appear only if the Switch Box hidden in that level is activated.



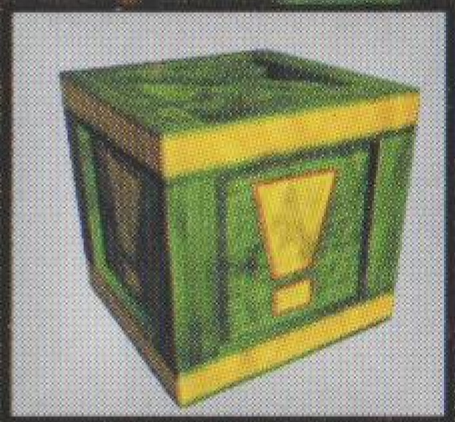
Switch Box

Hit these to turn on those silly Outline Boxes.



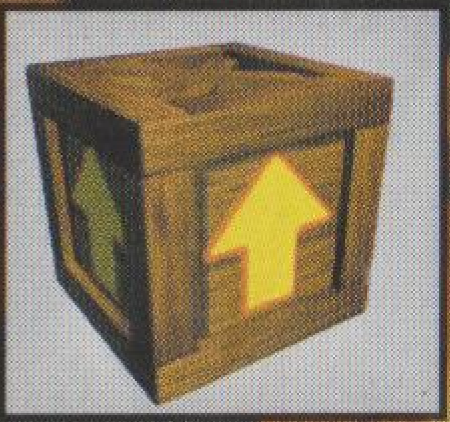
Nitro Crate

Caution should be used when close to these highly volatile boxes. Many a bandicoot has been vaporized by these green meanies.



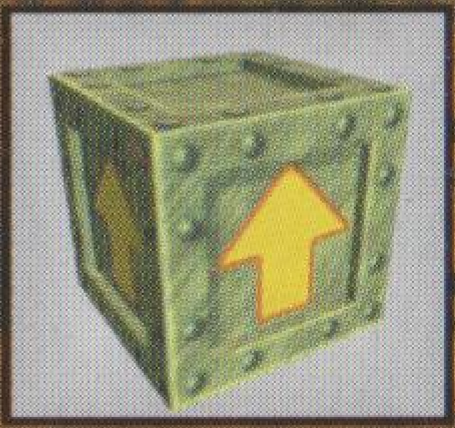
Nitro Switch Box

Smacking these will detonate every Nitro Crate in the level.



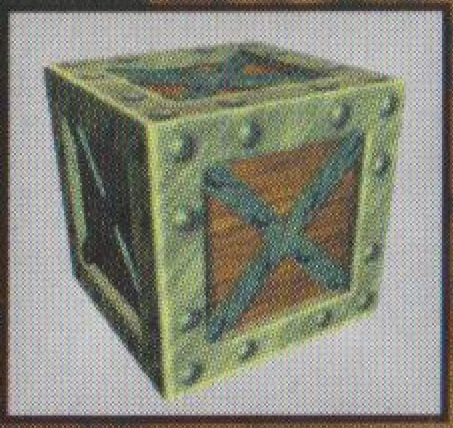
Spring Crate

Jump on these wooden crates to give you that extra height on jumps.



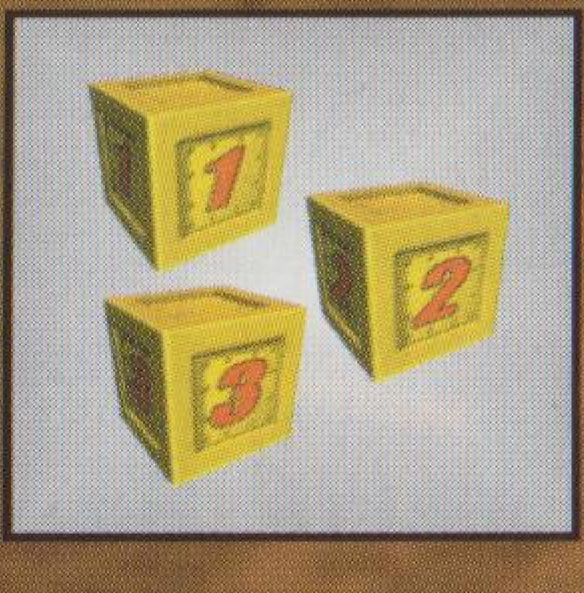
Iron Spring Crate

These hard-to-reach crates will spring you to those hard to reach places.



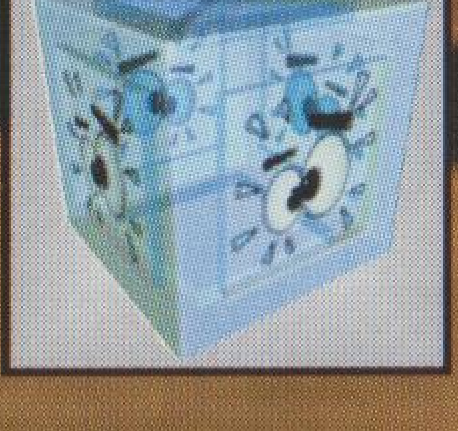
Steel Crates

These are stronger than your average crate. Try some of Crash's or Coco's other moves to crack these bad boys open.



Time Box

Found only in Time Trial Mode, these boxes will freeze the timer for the number of seconds listed on the side.



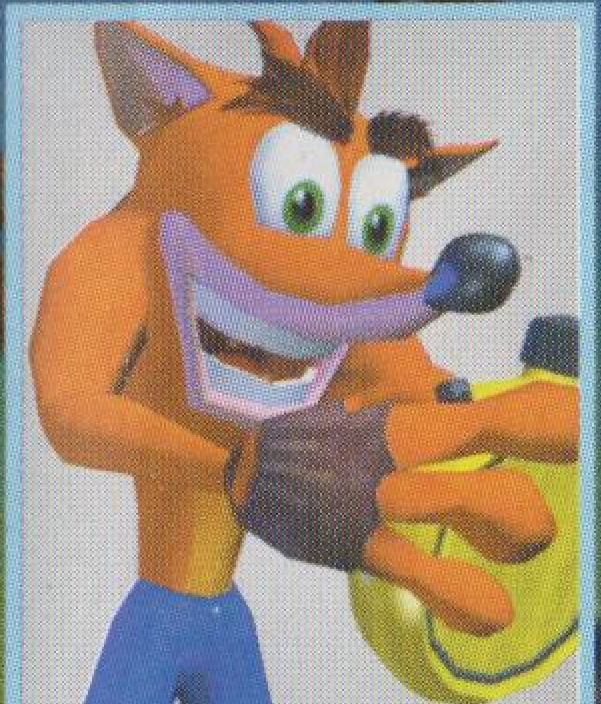
Invisibility Crate

When spun, Crash becomes invisible for a limited time. On the screen you'll appear as an outline of Crash. Note: Certain objects may not detect you if you are invisible.

TIME TRIAL

Fastest Marsupial Gets a Prize

Time Trial



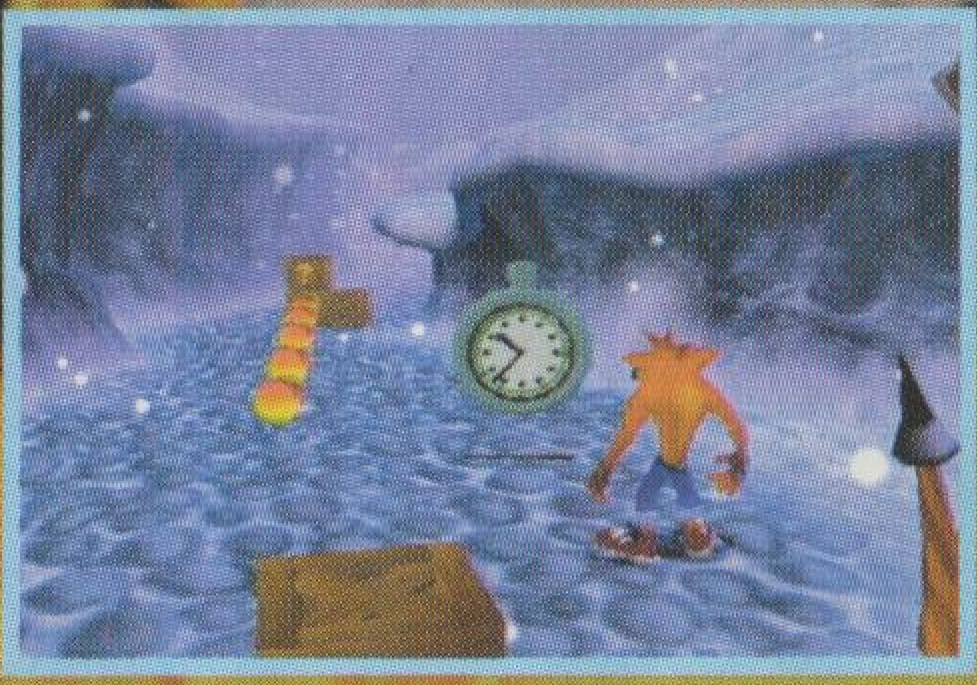
After you finish a level the first time, race through it again in Time Trial mode. You can win a Sapphire, Gold, or Platinum Relic depending on how fast you go.

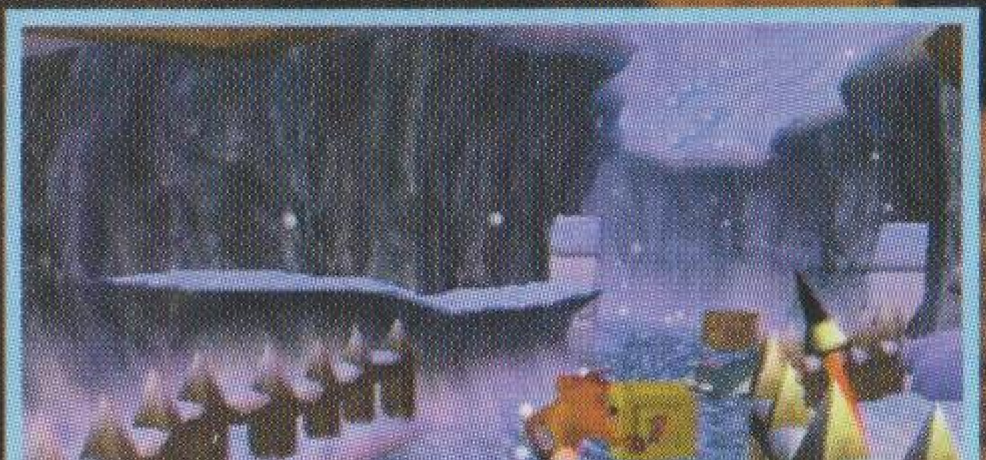
Sapphires and Gold relics are easy to win; but Platinum means you really “hauled bandicoot.” (Total 30 Relics)

To Make a Time Trial Run:

The pre-designated time appears in the virtual display when standing next to the level portal. This is the time you must beat.

Touch the stopwatch near the beginning of a level to activate the timer; otherwise you’ll play the level in regular mode.



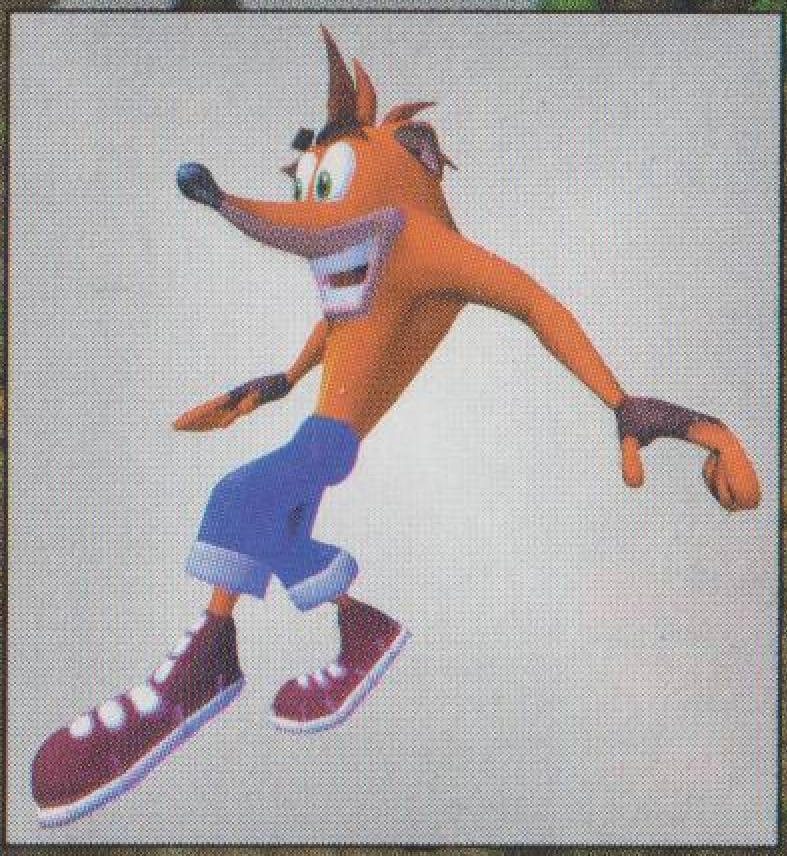


Speed through the level as fast as you can. When you break a box with a number on it, the clock freezes for that amount of time.

In Trial mode you do not lose lives, so play through as many times as you like. When you finish the level, the Name screen appears so you can register your best time.

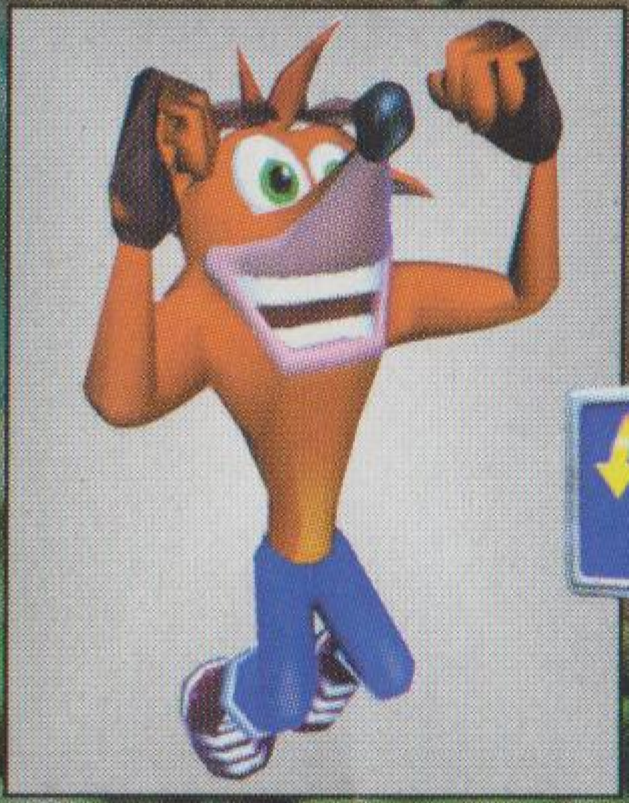
NEW POWERS

Each time you defeat a Boss, a new power is yours for the rest of the game.



Tip Toe

[L2] Button



Super Double Jump

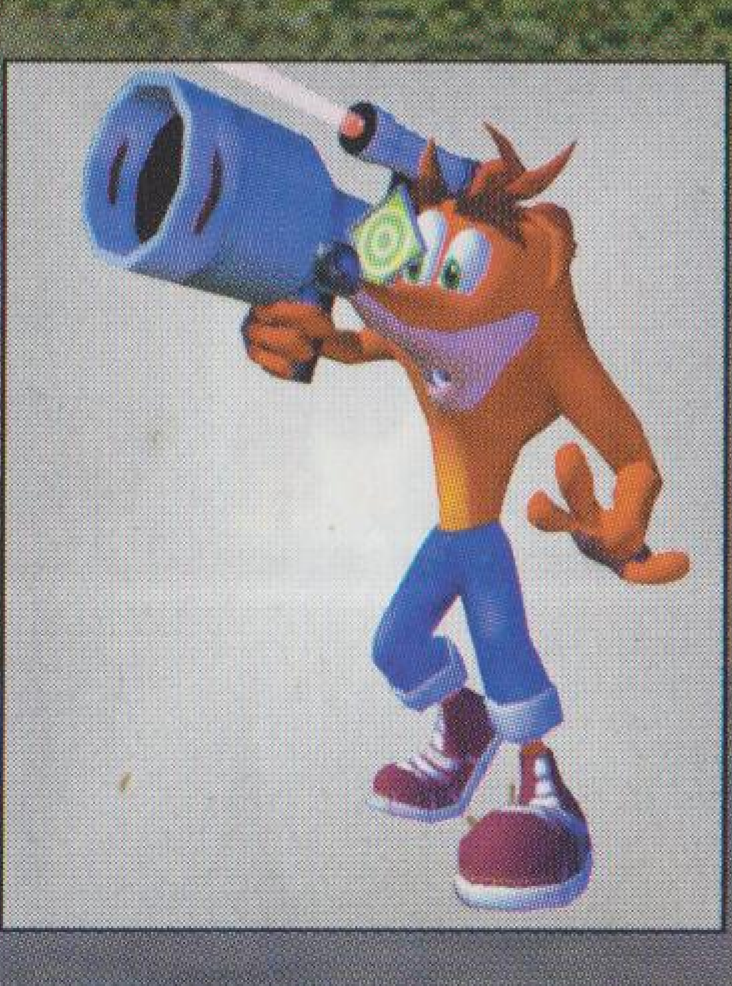
⊗ + ⊗ Buttons (at the top of the first jump)

Death Tornado

□ Button (tap repeatedly)

Crash Dash

Left Analog Stick or Directional Buttons + [R2]



Bazooka

[L1] + ○ Buttons (hold [L1] the press the ○ Button to fire)

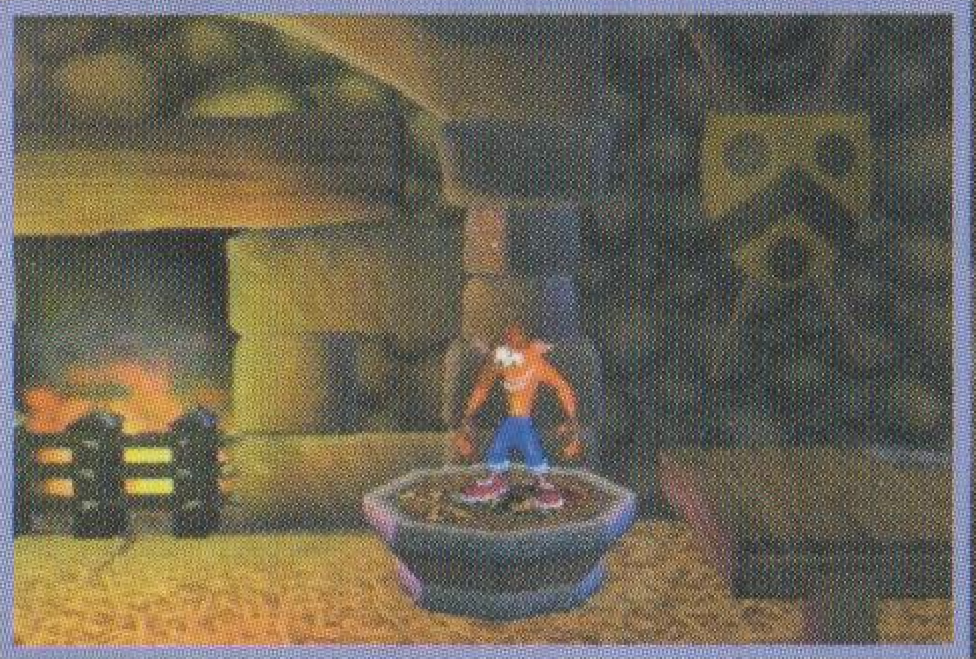
SO YOU THINK YOU HAVE WHAT IT TAKES...

THE BARE MINIMUM

Just make it through all the levels. When you've collected all 25 Crystals and defeated Dr. Cortex and Crunch, you win.

DO IT ALL

You can go through a level without getting 100% of the collectibles it holds, BUT to win the real prize of this elemental world, scour each Warp Portal and dig up everything there is in each level—including the secret areas.



Go for It, Champ!

You begin the game with four lives for Crash and Coco.

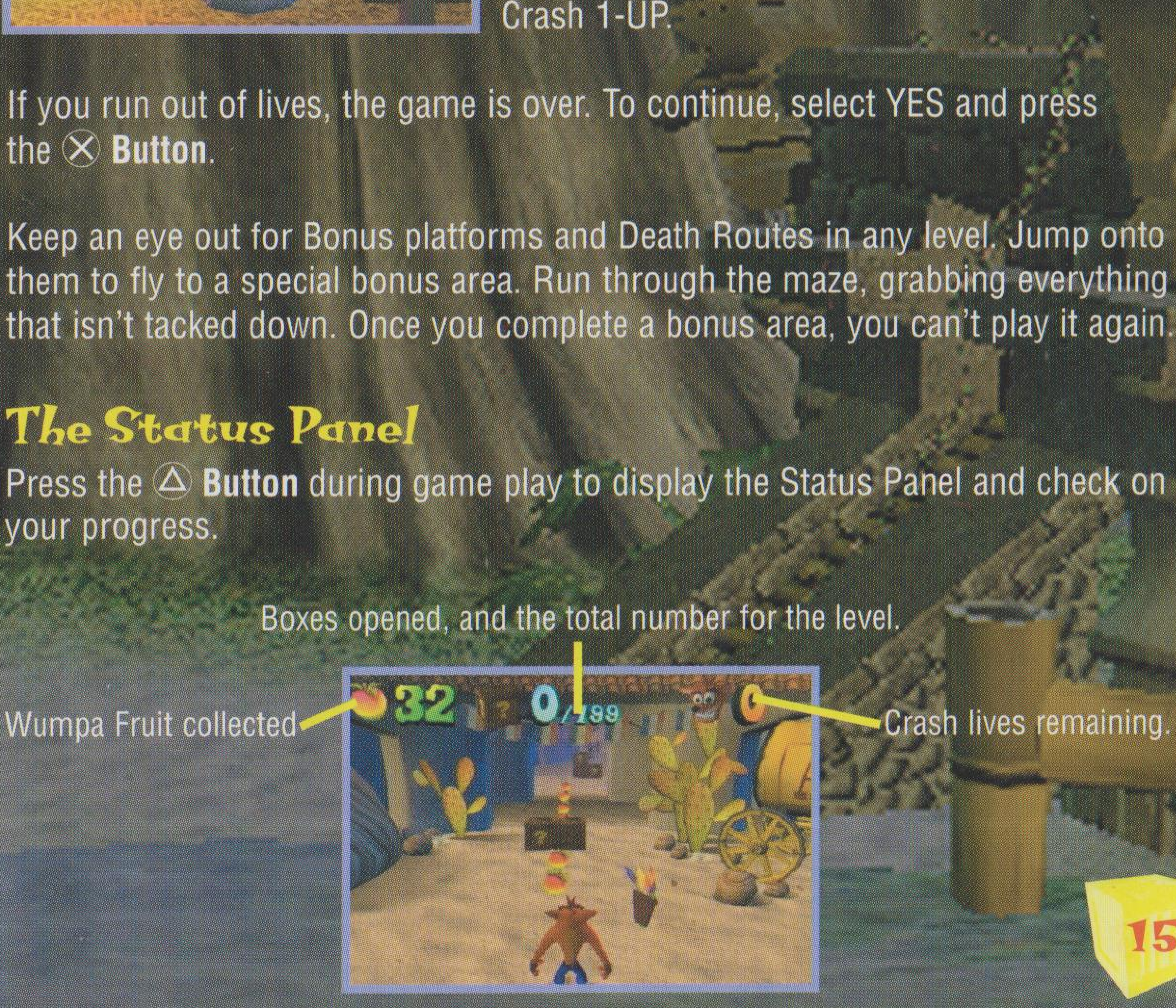
To earn more lives: Collect 100 Wumpa Fruits. Break open a Crash Crate and collect a Crash 1-UP.

If you run out of lives, the game is over. To continue, select YES and press the ⊗ **Button**.

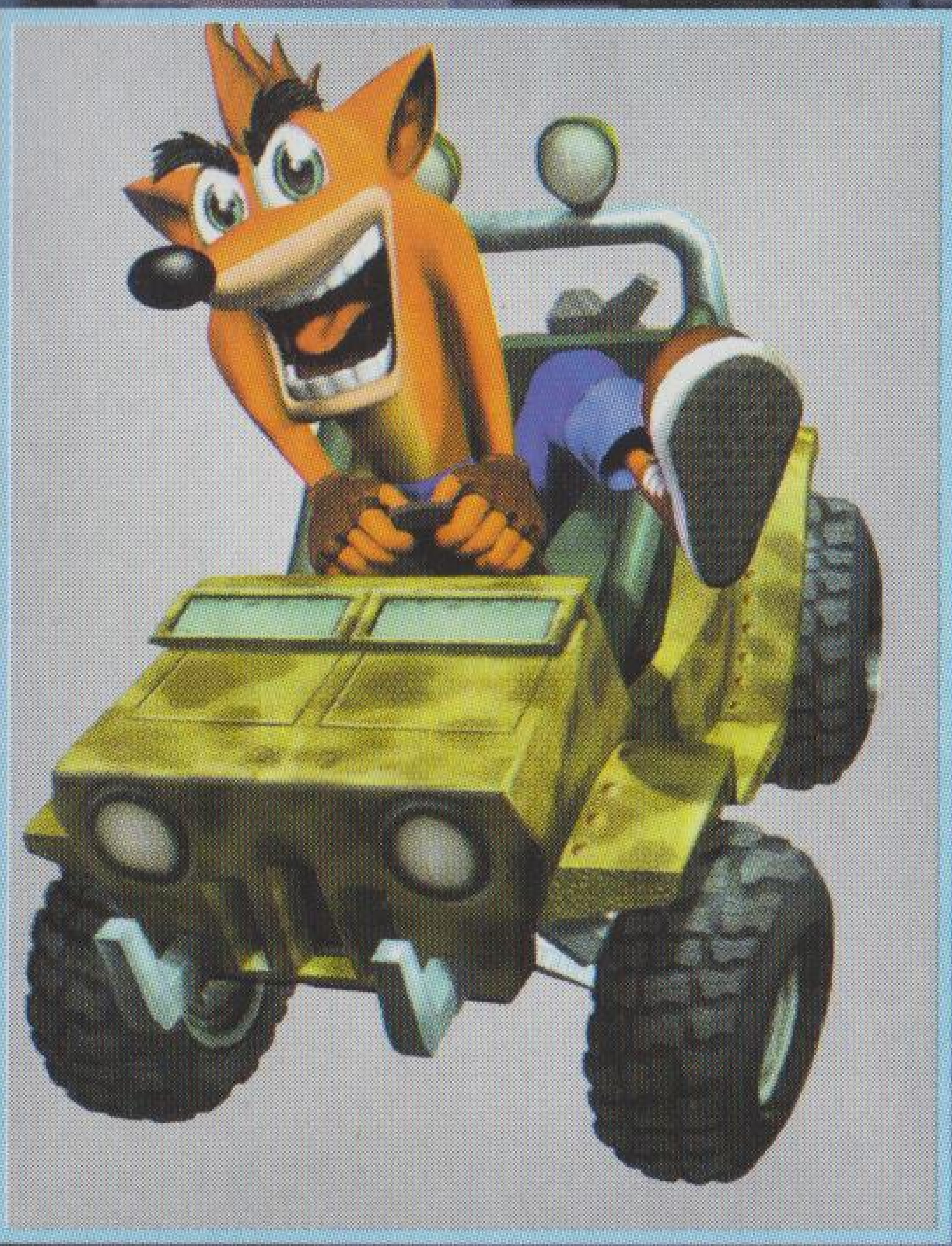
Keep an eye out for Bonus platforms and Death Routes in any level. Jump onto them to fly to a special bonus area. Run through the maze, grabbing everything that isn't tacked down. Once you complete a bonus area, you can't play it again.

The Status Panel

Press the △ **Button** during game play to display the Status Panel and check on your progress.



OUR HEROES AND HEROINE

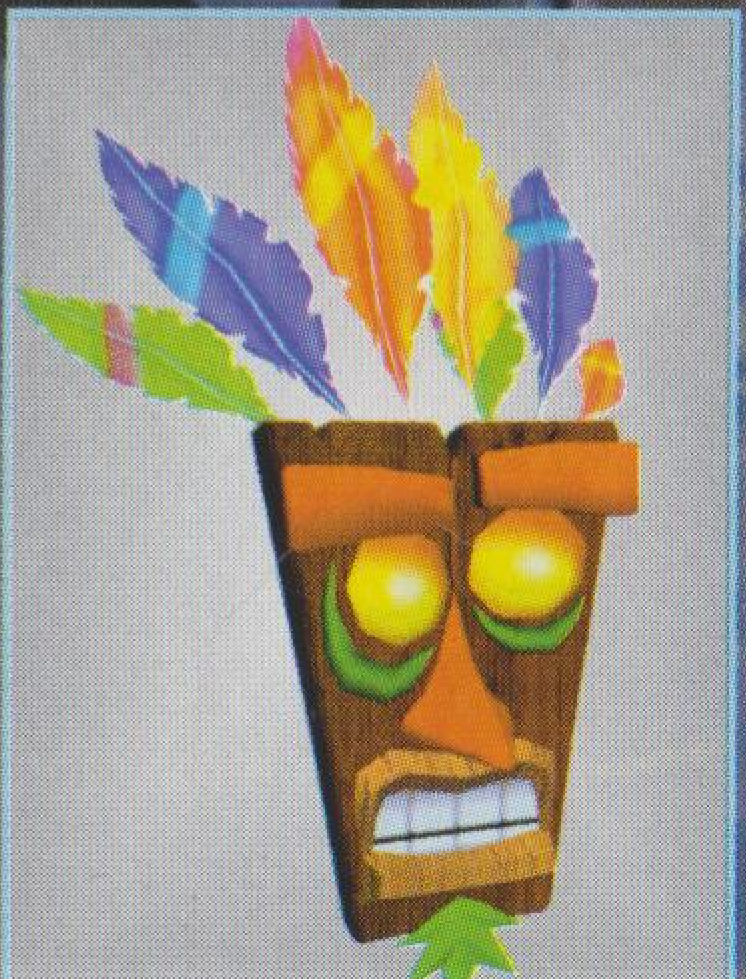


Crash Bandicoot

Taken from his jungle paradise and subjected to Dr. Neo Cortex's Evolvo-Ray, Crash was the pinnacle of Cortex's genetic manipulation. But as fate would have it, Crash was thrown out like garbage by Cortex for being a nice guy. Crash spends his time these days sunning himself by the seaside, and is called upon from time to time to thwart any World Domination plans Dr. Neo Cortex might have in the works. Can Crash do it again?

Coco Bandicoot

Coco, Crash's little sister, was also snatched from the jungle and genetically enhanced by Cortex. She is a super-smart computer expert, with a love of Hong Kong martial art movies, and one heck of a scooter rider! She's always there to back her big bro up, and not afraid to mix it up herself.

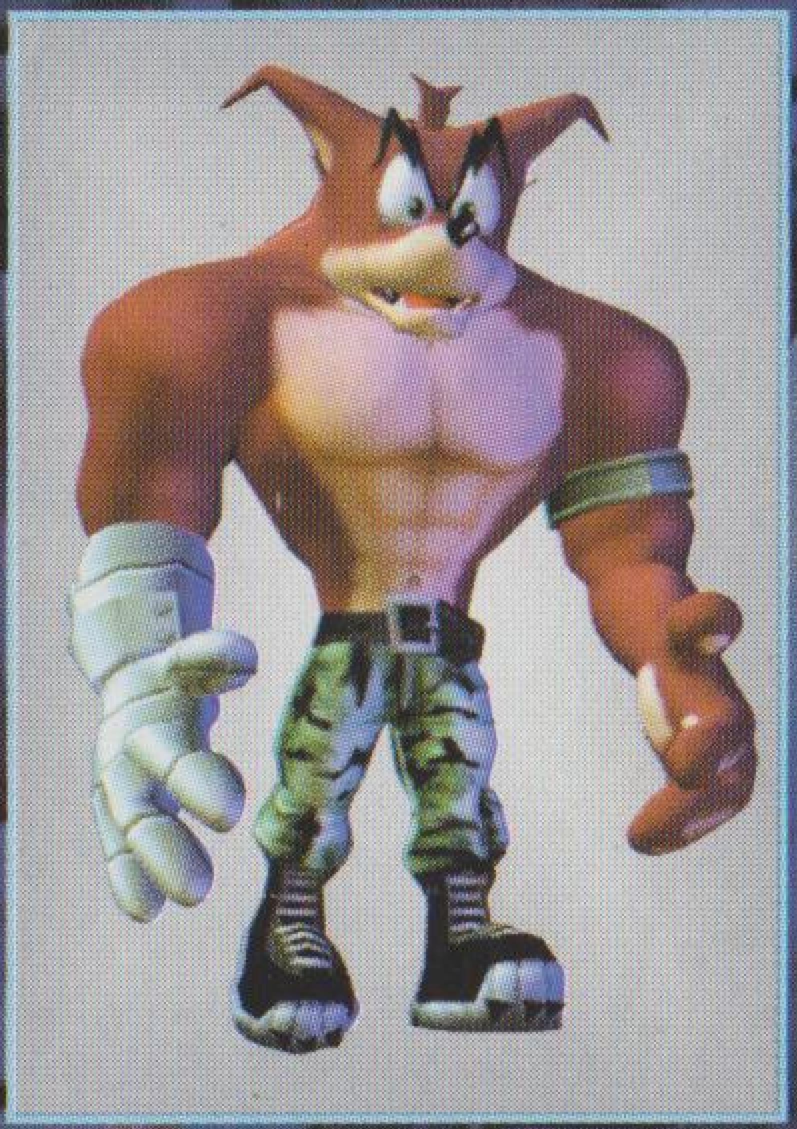


Aku Aku

A kindly omnipotent witch doctor mask, Aku Aku guides and aids Crash and Coco in stopping Cortex's and Uka Uka's devious plans.

DR. NEO CORTEX

AND HIS BADDIES



Crunch

Cortex's most radical weapon yet created, Crunch is a perfectly tuned Super-Bandicoot! A bionic brute, he has been genetically created for one reason and one reason alone:

DESTROY CRASH BANDICOOT!

Tiny the Tiger

Tiny is a hulking ferocious beast, who some believe may have been Dr. Cortex's first foray into genetic alteration. Don't let his size fool you; Tiny may be muscle-bound, but he certainly isn't a dimwitted buffoon.

Dingodile

Another freak of nature created by Cortex in his pursuit of the perfect genetic warrior. Dingodile, a half dingo, half crocodile monstrosity who enjoys reading Shakespeare, playing croquet, and roasting orange marsupials with his flamethrower.

Dr. N. (Nefarious) Tropy

Known for his diabolical work in quantum warp technology and his Time Twister device, Dr. N. Tropy can usually be found disturbing the temporal flow by creating time paradoxes just for laughs.

Dr. N. Gin

Half man, half machine, with half a missile sticking out of his head, Dr. N. Gin, Cortex's right-hand man, is a scientific genius in robotics and cybernetics.

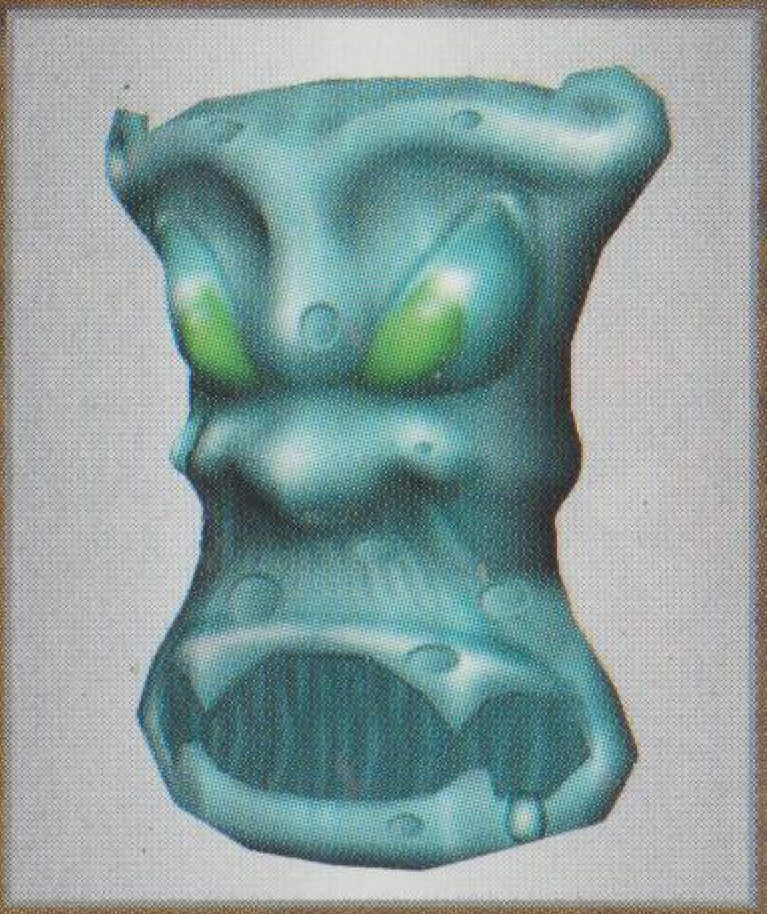
Uka Uka

The evil twin mask of Aku Aku, Uka Uka is the controlling force behind Cortex's obsession with conquering the world.

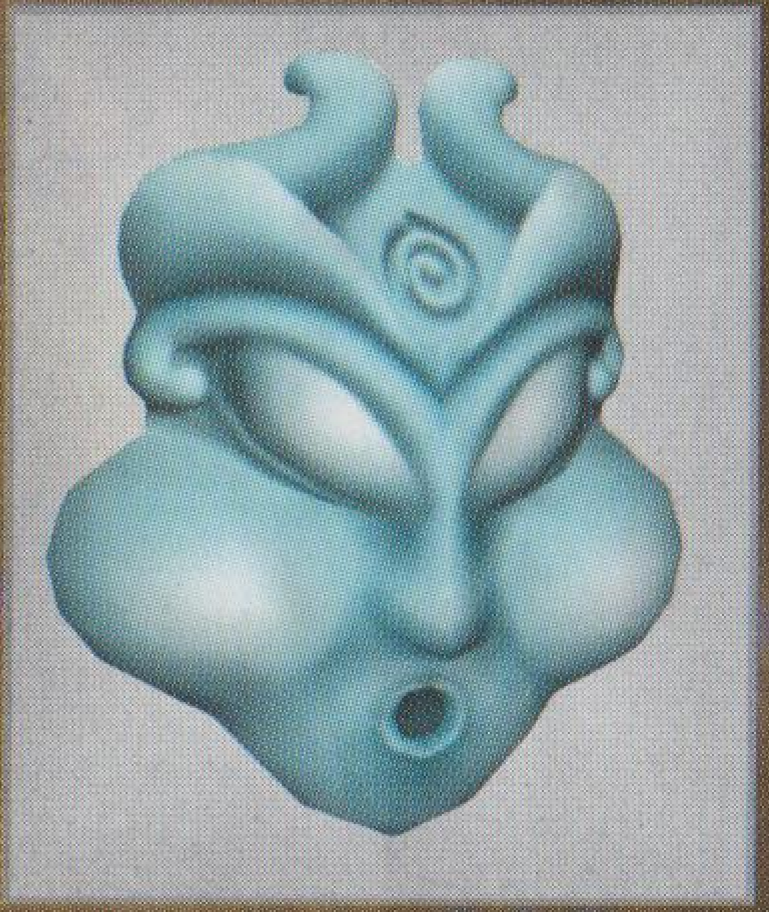
ELEMENTAL MASKS

Elementary, My Dear Bandicoot

Rok-Ko
Quick to anger with a head full of rocks, Rok-Ko is the elemental mask of Earth. He controls such earthly forces as earthquakes and landslides to name a few.



Wa-Wa
Out to flush the world clean and rebuild it as he remembers it, this stick-in-the-mud puddle is the elemental mask of Water.



Lo-Lo
This crazy joker could be a real blast at a party if he didn't always blow the house down! Lo-Lo is the elemental mask of Air and has dominion over the forces of wind.

Py-Ro
The strongest and the most evil of the ancient elemental masks, Py-Ro controls the element of fire. His temper is known to go off like a volcano when perturbed.

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Aku-Aku
Mel Winkler

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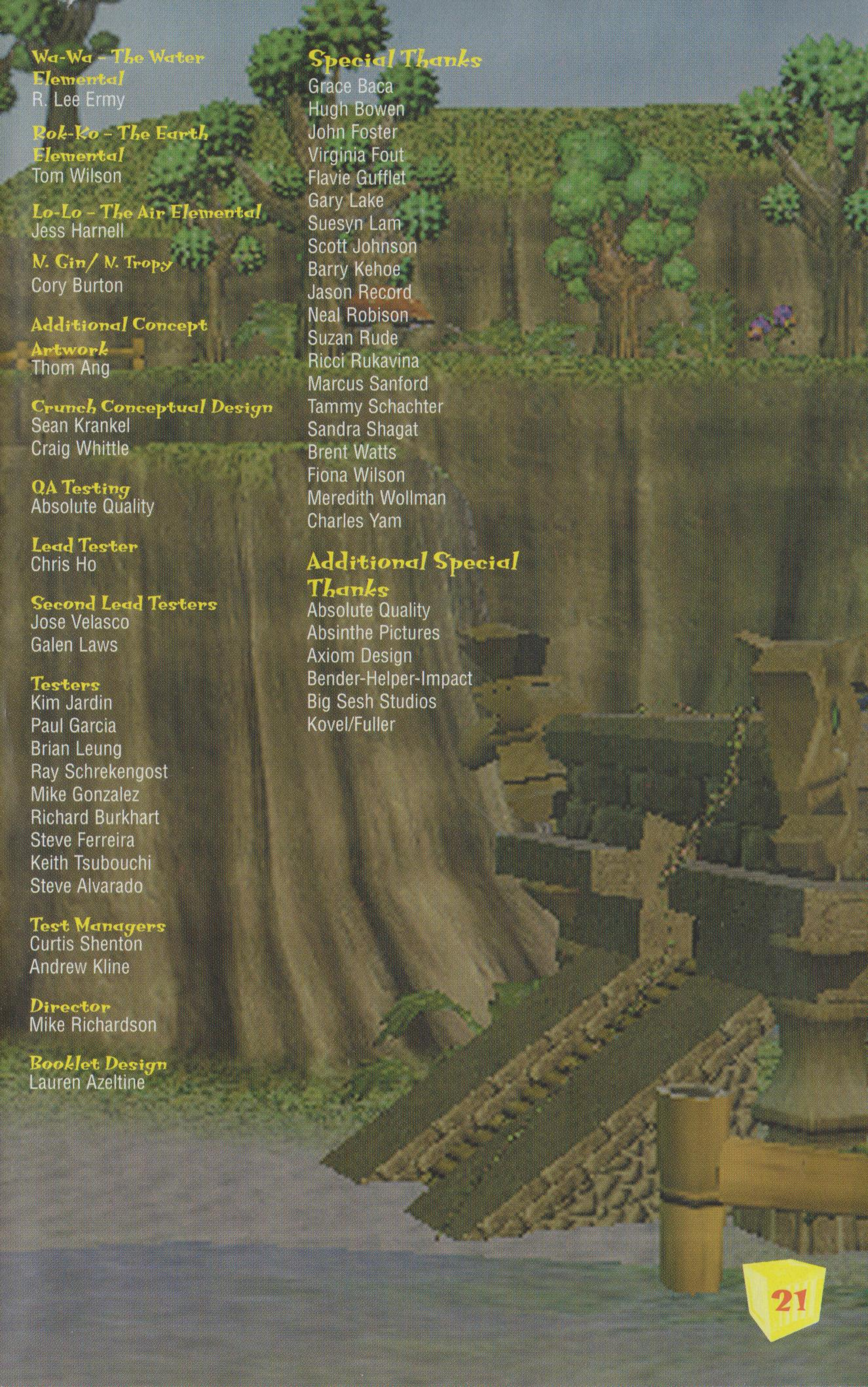
Debi Derryberry

Crunch Bandicoot
Kevin Michael Richards

Py-Ro - The Fire Elemental
Mark Hamill



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